ASCII Character Codes

DEC	CHAR	DEC	CHAR	DEC	CHAR
000	CTRL-@	043	+	086	V
001	CTRL-A	044	,	087	W
002	CTRL-B	045	-	088	X
003	CTRL-C	046	.	089	Y
004	CTRL-D	047	/	090	Z
005	CTRL-E	048	0	091	[
006	CTRL-F	049	1	092	\
007	CTRL-G	050	2	093	]
008	BS	051	3	094	↑
009	HOR. TAB	052	4	095	—
010	LINE FEED	053	5	096	`
011	VERT. TAB	054	6	097	a
012	FF	055	7	098	b
013	CR	056	8	099	c
014	CTRL-N	057	9	100	d
015	CTRL-O	058	:	101	e
016	CTRL-P	059	;	102	f
017	CTRL-Q	060	<	103	g
018	CTRL-R	061	=	104	h
019	CTRL-S	062	>	105	i
020	CTRL-T	063	?	106	j
021	CTRL-U	064	@	107	k
022	CTRL-V	065	A	108	l
023	CTRL-W	066	B	109	m
024	CTRL-X	067	C	110	n
025	CTRL-Y	068	D	111	o
026	CTRL-Z	069	E	112	p
027	CTRL-[	070	F	113	q
028	CTRL-\	071	G	114	r
029	CTRL-]	072	H	115	s
030	CTRL-↑	073	I	116	t
031	CTRL-—	074	J	117	u
032	SPACE	075	K	118	v
033	!	076	L	119	w
034	"	077	M	120	x
035	#	078	N	121	y
036	$	079	O	122	z
037	%	080	P	123	{
038	&	081	Q	124	|
039	'	082	R	125	}
040	(	083	S	126	~
041	)	084	T	127	DEL
042	*	085	U		

CTRL = Control Character BS = Backspace
CR = Carriage Return FF = Form Feed DEL = Rubout

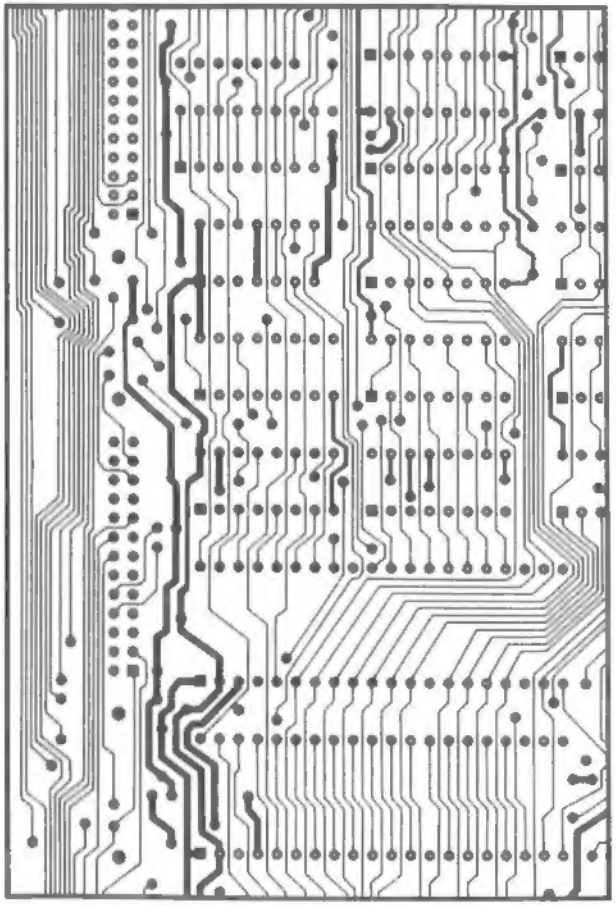
Cromemco 16K Basic Features

- Semi-compiling design — combines the best features of both interpreters and compilers — yields exceptionally fast execution times
- Allows 3 types of variables:
  - * integer (2 bytes) range +32767 to −32768
  - * short floating point (4 bytes) range ±9.99E+62 to ±9.99E−65
  - * long floating point (8 bytes) range ±9.99E+62 to ±9.99E−65
- 14 digit accuracy
- Advanced floppy disk I/O capabilities
- Binary and ASCII storage for both programs and data
- Sequential and random access files
- English language error messages
- Syntax error checking as program is entered
- Dynamic error trapping
- TRACE and immediate mode to facilitate debugging
- Advanced string handling capabilities
- Advanced output formatting capabilities
- Chaining of programs
- Direct machine language interaction

Cromemco
incorporated
Specialists in computers and peripherals
280 Bernardo Ave., Mountain View, CA 94041

July 1978

Cromemco 16K Extended Basic Instruction Set



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Cromemco 16K Basic Instructions

Abbreviations:

A, B, C, D	variables
m, n, p, r	integers
E, F, G, H	expressions or variables (H may be relational)
L1, L2	line numbers
stmnt	statement
strng	string expression
[ ]	optional parameter
{ }	choose one parameter
. . .	may be repeated
fn	file number
p1, p2	parameters
s	one letter
*	do not use with line no.
**	use only with line no.
†	disk basic only
byte	byte value
fmt	format
dr:	drive:

ABSolute value (E)
ASCII (A$)
ATN(E) arctangent
* **AUTOL**ine L1, L2

BINAND (A, B)
BINOR (A, B)
BINXOR (A, B)
† **BYE**

CHR$ (A) ASCII character
CLOSE [\fn\]
* **CON**tinue
COSine (E)
† **CREATE** strng

** **DATA** [A] [strng] [,b . . .]
DEGree
DELETE L1, L2
DEF FNs (A) = E
DIM A (m) [, B(n, p, r) . . .]
†* **DIR**ectory [dr:] [strng]
† **DiSK** [dr:]

ECHO
** **END**
ENTER strng
† **ERASE** strng
ESCape
EXPonent (E)

{**FOR** A = E **TO** F [**STEP** G]
{**NEXT** A
FRActional part (E)
FREe space (E)

GET \fn [,p1 [,p2]] \ [E, F . . .]
GOTO L1
{**GOSUB** L1
{**RETURN**

IF H **THEN** (L1) (stmnt)
IMODE
INPUT [(\fn, p1, p2\) (strng)] A[,B . . .] [;]
INTEGER A [(m)] [, B . . .]
INTeger (E)
INP (m)
IOSTAT (fn, m)
IRN (E) integer random number generator

LENgth (A$)
[**LET**] A = E
LFMODE
LIST [strng,] [L1[,L2]]
LONG A [(m)] [,B . . .]
LOGarithm (E)
† **LOAD** strng

MAXimum (E)
† **MAT** A = E
MINimum (E)

NOECHO
NOESCape
NoTRACE

ON E {GOTO} {GOSUB} L1
ON ERROR {STOP} {GOTO} {GOSUB} L1
ON ESCape {STOP} {GOTO} {GOSUB} L1
OPEN \fn [,p1[, p2]] \ strng
OUT m, byte

PEEK (m)
POSition (A$, Y$, n)
POKE m, byte
{**PRINT**} {@} [\fn, p1, p2\ ] [**USING** fmt] [E [(,) (;) F . . .]]
PUT \fn [,p1 [,p2]] \ [E, F . . .]

RADians
RANDOMIZE
READ A [,B . . .]
REM [anything you want]
RESTORE
* **RENUMBER**
† **RENAME** strng-old, strng-new

RND (E) random number generator values
RUN [strng]

† **SAVE** strng
SCRatch
SET m,A
SFMODE
SGN (E) algebraic sign
SHORT A [(m)] [,B . . .]
SINe (E)
SPaCe (E) use with PRINT
SQR (E) square root
** **STOP**
STR$ (n) string
SYStem (E)

TANgent (E)
TAB (E) use with PRINT
TRACE

USeR (A, p1 [,p2 . . .])

VALue (A$)

Hexadecimal — Decimal Conversion Table

HEXADECIMAL COLUMNS							
4		3		2		1	
HEX	DEC	HEX	DEC	HEX	DEC	HEX	DEC
0	0	0	0	0	0	0	0
1	4,096	1	256	1	16	1	1
2	8,192	2	512	2	32	2	2
3	12,288	3	768	3	48	3	3
4	16,384	4	1,024	4	64	4	4
5	20,480	5	1,280	5	80	5	5
6	24,576	6	1,536	6	96	6	6
7	28,672	7	1,792	7	112	7	7
8	32,768	8	2,048	8	128	8	8
9	36,864	9	2,304	9	144	9	9
A	40,960	A	2,560	A	160	A	10
B	45,056	B	2,816	B	176	B	11
C	49,152	C	3,072	C	192	C	12
D	53,248	D	3,328	D	208	D	13
E	57,344	E	3,584	E	224	E	14
F	61,440	F	3,840	F	240	F	15
7 6 5 4		3 2 1 0		7 6 5 4		3 2 1 0	
BYTE				BYTE			